

## **AMENDMENTS TO THE SPECIFICATION**

**Please replace the title with following marked-up version of the title:**

~~ARBITRATION AND SERVER AND METHOD OF USING TO ARBITRATE~~OF ONLINE  
GAME RESULTS USING AN ARBITRATION SERVER AND METHOD

**Please replace the paragraph at page 12, line 3, with the following marked-up version of the paragraph:**

--Each controller 104a and 104b is coupled to game console 102 via a lead (or in another contemplated embodiment, through a wireless interface). In the illustrated implementation, the controllers are Universal Serial Bus (USB) compatible and are connected to game console 102 via USB cables 130. Game console 102 may be equipped with any of a wide variety of user devices for interacting with and controlling the game software. As illustrated in FIGURE [[2]] 2A, each controller 104a and 104b is equipped with two thumb sticks 132a and 132b, a D-pad 134, buttons 136, and two triggers 138. These controllers are merely representative, and other gaming input and control mechanisms may be substituted for or used for controlling game console 102, in addition to those shown in FIGURE [[2]] 2B.--

**Please replace the paragraph at pages 14-15, lines 22 – 32 and 1 - 8, with the following marked-up version of the paragraph:**

--FIGURE 4 illustrates further details showing how the gaming service interacts with game consoles in connection with the present invention for determining the official results of a game session being played by a plurality of players, wherein one or more players are using each game console. Game consoles 284a-284h initially communicate with a match making server 282b<sub>c</sub> over communication links 290. Match making server 282b<sub>c</sub> carries out the steps involved in associating the players on each of game consoles 284a-284h in one or more game sessions. For purposes of this simplified explanation, it can be assumed that all of the game consoles are participating in a single game session. The present invention addresses one of the problems that can arise in determining the official results of the game session in the event that one or more players using one of the game consoles decides to disconnect in the middle of the game session before sending a report indicating the results for each of the players participating in the game session. A player using one of the game consoles may decide to quit in the middle of the game

session because the player is losing and has no further interest in continuing. As a result, if the remaining players submit a report showing the results for all of the players who initially were participating, including the player who dropped out, an arbitration server 282e<sub>b</sub> will conclude that the report should not be trusted, because the player who dropped out has not reported any results for the game session.--

**Please replace the paragraph at page 16, lines 11 – 31 with the following marked-up version of the paragraph:**

--There are other reasons why game consoles may report different results to arbitration server 282c besides a player simply deciding to disconnect the game console during a game session. For example, it is possible that a game console may still be able to communicate over link 292 with arbitration server 282c, but be unable to communicate with other game consoles during a game session. In this case, it is possible that a network filter is being used by one or more players using one of the other game consoles to block communications with selected game consoles. FIGURE 8 illustrates a simple configuration in which game consoles 284a, 284b, and 284c have initially begun participation in a game session and have registered with gaming service arbitration server 282b. Initially, communication links 402 provide for communication between each of the game consoles and arbitration server 282b. However, if one or more players using game console 284b employs a network filter 408 to block communications from game consoles 284a and 284c, the online game executed on game console 284b will interpret the failed communication with the other two game consoles as possibly resulting from a decision by their players to discontinue play in the current game session and will report results to arbitration server 282b indicating only the for the players on game consoles 284a ~~playergame-isb~~. Also, game consoles 284a and 284c will interpret the failed communication with game console 284b as possibly being due to a decision by the one or more players using game console 284b to discontinue play during the game session. Accordingly, each of game consoles 284a and 284c will report results that indicate the player(s) on game console 284b failed to complete the game session, ~~that one of theis~~. (Note, that in some games, more than one player on a game console may be viewed as a winner.)--